2026 Fall AGHS Blitz Tournament Rules and Regulations

How the tournament works:

The AGHS Fall Blitz Tournament will be a round-robin tournament. The pairings for each round will be listed below.

Eligibility

All players **under the age of 19** and living in North America are eligible to participate.

Schedule:

- **Registration deadline: Thursday, November 19, 2026 by 11:59 PM PT**
  - Registration Form: here
- The tournament will be held on **Sunday, November 22nd, 2026** in KGS's AGHS Tournament room
  - Pairings Sheet: TBD
- **5 rounds**
  - **Round 1: 10:00 AM PT (1:00 PM ET)**
  - **Round 2: 10:30 AM PT (1:30 PM ET)**
  - **Round 3: 11:00 AM PT (2:00 PM ET)**
  - **Round 4: 11:30 AM PT (2:30 PM ET)**
  - **Round 5: 12:00 PM PT (3:00 PM ET)**

If your opponent is not present at the designated start time, they will have 10 minutes before it is counted as a forfeit.

Game Settings and Rules:

All tournament games will be played in the AGHS Tournament Room on KGS.

All even games are played on 19x19 with AGA rules (7.5 komi). Time limits are 30 seconds main time, followed by 3 periods of 10-second byo-yomi.

In all divisions, the handicap will be the difference in the two players' rank -2. (For example, a 2D playing a 5D will have handicap of 1). There is a maximum handicap limit of 6 stones.

NO ONE other than the TDs may speak to players during a game. Speaking to anyone else during the game will result in a penalty.

Players should also maintain sportsmanlike conduct throughout the tournament. This includes stalling, which will result in a forfeit and is decided by the AGHS TDs.

Ranks:

To prevent issues with sandbagging (registering at a lower rank than one's actual level) or featherbagging (registering at a higher rank than one's actual level), we will verify the ranks of all participants according to the following procedure:

- ★ Players with **a stable rank and at least five rated games** within the last 2 months on a popular online Go server should provide us with the server they play most on, their rank on that server, and their username on that server. Accepted servers include KGS, OGS, IGS, Fox, Tygem, and WBaduk. There will be a space on the registration form to provide this information.
    - Using the Go rank conversion charts here (https://idex.github.io/go-rank-survey/go-survey-results#A-table-of-rounded-mean-ranks, https://senseis.xmp.net/?RankWorldwideComparison); we will adjust ranks to their equivalent KGS ranks.
- ★ Players with an **AGA rank with a sigma value <0.35** can also provide us with their AGA number on their registration form. We will use the above conversion chart to convert to an equivalent KGS rank.
- ★ Players who demonstrate significant improvement over the course of the tournament should continually update their ranks when their ranks change. **We reserve the right to adjust players' ranks when we believe a rank no longer accurately demonstrates a player's playing strength--changes like these**

will be rare and will be supported by a group of strong players, including professionals.

★ Players without verified ranks may have their ranks adjusted at any time by us if we determine that they are playing at a higher or lower level than their rank indicates--**changes like these will be rare and will be supported by a group of strong players, including professionals**.

Cheating Policy

No video calls will be required. However, if one requests a video call, then the opponent must agree.

Cheating of any form is strictly prohibited; please review our **policy against outside assistance.**

If you feel your opponent has cheated in any way, email aghsregister@gmail.com AFTER the round. We will make the final decisions.

In the event of any other disputes, also immediately contact a TD. If you think the TD made an error, email aghsregister@gmail.com.

The TDs will be the final judges of all results.

Scoring:

- Each win (including a win by forfeit) is worth 1 point (marked green)
- Each loss (including loss by forfeit) is worth 0 points (marked red)
- If you were assigned a bye, it is worth 0.5 points (marked cyan)
- If the bye was pre-arranged, it is worth 0 points (marked white)
- If you forfeit the match, it is an automatic loss for you and worth 0 points (marked crimson)

The top three players with the highest scores in their division win a prize.